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Research investigated learning and retention of eight armor tasks selected to represent tasks varying in length, complexity, and extent of practice in operational units. Performance data were collected from soldiers in operational units and from soldiers attending One Station Unit Training (OSUT) in Armor Military Occupational Specialty (19E). Soldiers in the operational unit sample had been out of OSUT entry training for up to 72 months. Soldiers in the OSUT sample participated in a series of task learning trials for two tasks followed by a retention trial four weeks later. The operational unit soldiers took a one-time performance test on all sight tasks. Results were consistent with previous skill retention research. Multiple regression analysis was used to predict the slopes of the retention function for each task for the combined sample. The prediction equation accounted for a large proportion of the variance when number of steps in the task, daily practice rate, and measures of complexity and interference were used as predictors of skill decay rate. Results of the OSUT, unit, and combined samples supported a representation of the skill retention curve in which rapid decay occurs soon after training with little change in performance for samples tested later. (Author/YLB)

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Armor Procedural Skills: Learning and Retention

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A critical issue in planning military training is in estimating the requirements for initial and refresher training. The present research investigated the learning and retention of a subset of eight armor tasks selected to represent tasks that vary in length, complexity, and extent of practice in operational units. Two data collections were conducted. One collected performance data from soldiers in operational units; the other utilized soldiers attending One Station Unit Training (OSUT) in Armor Military Occupational Specialty (19E). Soldiers in the operational unit sample had been (Continued)

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out of OSUT entry training for up to 72 months. Soldiers in the OSUT sample participated in a series of task learning trials for two tasks followed by a retention trial approximately four weeks later. The operational unit soldiers took a one-time performance test on all eight tasks. Results were consistent with previous skill retention research. Multiple regression analysis was used to predict the slopes of the retention function for each task for the combined sample. The prediction equation accounted for a large proportion of the variance when number of steps in the task, daily practice rate, and measures of complexity and interference are used as predictors of skill decay rate. The results of the OSUT, unit, and combined samples support a representation of the skill retention curve in which rapid decay occurs soon after training with little change in performance for samples tested later.



Armor Procedural Skills: Learning and Retention

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FOREWORD

Modern armor weapon systems require soldiers to learn, retain, and be able to perform a large number of frequently complicated procedural tasks. The Army Research Institute at Fort Knox has undertaken research to improve methods for training those tasks and to estimate the requirements for training them in operational armor units.

Procedural tasks are performed in preparing tanks for operations and during combat. Their correct performance prevents unnecessary damage to equipment and helps to ensure success in combat. The present research involves a number of tasks that are initially taught in One Station Unit Training (OSUT) at the Armor Center and then performed and trained intermittently in Armor units. The purpose of the research reported here is to provide a data base showing the acquisition and retention of armor procedural skills. The data base will be used to build models of skill learning and retention that can be useful in management of training and to replicate the findings of earlier skill retention research, which demonstrated the importance of a number of variables in predicting performance over time.

The results of this project feed into a body of research in skill retention performed by the Army Research Institute. The research has implications for training designers in Army schools and for training managers in units.

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EDGĂR M. JOHNSON Technical Director



ARMON PROCEDURAL SKILLS: LEARNING AND RETENTION

EXECUTIVE SUMMARY

Requirement:

Soldiers' performance of armor procedural skills is a complex mixture of training experiences, task characteristics, individual abilities, and on-the-job performance history. The present research was performed to establish a data base for retention modeling and to replicate previous findings that identified factors affecting skill learning and retention.

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Procedure:

A subset of eight armor procedural tasks trained during One Station Unit Training (OSUT) were selected to represent tasks that vary in length, complexity, and extent of practice in operational unit. Data collections were conducted using soldiers in operational armor units and soldiers attending OSUT. The operational unit sample had all completed OSUT within 72 months prior to the study. The operational unit data collection consisted of soldiers performing the eight tasks in a "round robin" fashion. Each soldier's performance was scored. If soldiers made errors, they were given varying levels of prompts sufficient to allow them to continue and eventually complete performance of the task. The OSUT data collection involved training and retention testing of soldiers who had received formal training on tasks prior to participating in the research. Each soldier performed two of the eight tasks. For each task tested, the soldier reported twice to the test site. In the first session, soldiers performed a task five times, using the same prompting procedure described above. Approximately 4 weeks after the first session, soldiers returned to perform the task one additional time.

Findings:

The percentage of task steps, performed correctly was used as the primary dependent measure because none of the soldiers in the operational unit sample correctly performed three of the tasks. There were no significant correlations in the operational unit sample between task performance and months since graduation from OSUT, months since last Table VIII, or education level. For the OSUT sample, learning over the first five trials was charted as was retention between the fifth trial and the sixth trial administered 4 weeks later. The effect of learning was significant for all trials and results of analysis of variance found a significant decrease in performance for all tasks except ground guiding between trials five and six Both the proportion of soldiers and the average percentage of steps performed correctly returned to approximately the level of the second learning trial after the retention interval. Combining the samples and using multiple regression techniques to predict the slope of the retention functions for each



task produced an equation that accounts for 94% of the variance when number of steps in the task, daily practice rate, and measures of complexity and interference are used as predictors. The results of the OSUT, unit, and combined samples support a representation of the skill retention curve in which rapid decay occurs soon after training, with little change in performance for samples tested later.

Utilization of Findings:

The results of the analysis indicated some ability to predict differences among tasks in the rate of forgetting from the number of task steps, and details about practice on the task. These findings were also consistent with earlier research that utilized similar data collection techniques. Results of the combined analysis indicate that differences in performance practices between the training standard and unit methods will result in apparent decline in performance even under conditions of frequent practice. Data collected here will be utilized in development of a model for skill learning and retention.



ARMOR PROCEDURAL SKILLS: LEARNING AND RETENTION

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INTRODUCTION

A critical issue in planning military training is estimating the requirements for initial and refresher training. For example, certain tasks that are difficult to learn or are performed infrequently require additional initial training and periodic retraining. The frequency of refresher training, then, depends on the amount of skill retention, the costs of training, and the minimum level of proficiency required for mission accomplishment.

Over 100 years of research and theoretical development indicates that skill retention depends on the level of original learning and other training considerations, individual differences, task variables, retention interval variables, and transfer among tasks. These factors have been analyzed in several comprehensive reviews that are summarized in Table 1. The reviews differ in the kinds of skills examined, research settings, focus, and time span covered. The most recent review, by Rose, McLaughlin, Felker, and Hagman (in preparation), integrated research by or for the U.S. Army Research Institute (ARI). The kinds of skills and variables in the ARI studies are the most relevant to the present research and therefore are emphasized in the following discussion of skill acquisition and retention.

Level of Original Learning and Other Training Considerations

The level of original learning is perhaps the most potent factor of determining the level of performance after periods without practice. Block and Burns (1976) analyzed 27 skill retention experiments and determined that training to a mastery level (rather than to a minimum level of skill) produced significantly more retention in 17 of the experiments and nominally (but not significantly) more in 9 other experiments.

ARI research shows that training beyond the typical Army criterion of one correct performance of the task improves retention (Goldberg, Drillings, & Dressel, 1982; Hagman, 1980b. Schendel & Hagman, 1980; Shields, Joyce, & VanWert, 1979). However, Rose et al. (in preparation) pose the following questions: How much initial training must be given? Is it cost effective? Under what conditions is it superior to refresher training? The answers appear to depend on such factors as the time available for refresher training versus the costs of initial mastery training, but definitive research has yet to be conducted.

Other factors that influence skill retention are the extent of active practice, spaced practice, and transfer of training among task clusters. Performance tests and active practice produce higher rates of skill retention than passive presentation of the material (Hagman, 1980a; Hagman, in preparation; Holmgren, Hilligoss, Swezey, & Eakins, 1979). Repetitions of the task, spaced a day apart, produce high retention even when the soldiers have to tearn other tasks between repetitions of the tested tasks (Hagman, 1980c). However, spacing the repetitions 4 weeks apart does not enhance retention (Schendel & Hagman, 1980).



Table 1
Skills Retention Literature Review

	Characteristics												
Review	Time Span	Setting	Behavior Examined	Focus									
Naylor & Briggs (1961)	1960s	Academic	Mostly verbal	Military, U.S. Air Force									
Gardlin & Sitterley (1972)	1960s	Military	Simulation, Essential Element, Verbal	Simulators, Long-term Retention Spacecraft skills. NASA									
Prophet (1976)	1960-1976	Academic & Military	Psychomotor	Long-term flight skills or complex performance									
Wheaton, Rose, Fingerman, Korotkin, Holding, & Mirabella (1976)	1950-1976	Academic & Military	Verbal & Psychomotor	Initial training, Transfer of training, Device effectiveness									
Annett (1977)	1885-1976	Industrial, Military & Academic	Psychomotor & Perceptual	Skill loss, areas for further research									
Johnson (1978)	1860-1977	Academic	Verbal	Retention/Transfer on procedural task; cognitive style									
Schendel, Chields, & Katz (1978)	1960-1977	Academic	Psychomotor	Retention over lengthy no practice intervals									
Knerr, Berger, & Popelka (1980)	1960-1977	Military	Psychomotor & Communications	Sustainment of team/crew performance									
Rose, McLaughlin, Felker, & Hagman (in press)	1975-1981	Army	Psychomotor	Research by and for the U.S. Army Research Institute									

Individual Differences

Aptitude differences influence skill acquisition and thus indirectly influence retention. Army research demonstrates the favorable effects of general aptitude on skills in Air Defense and Field Artillery (Department of the Army, Training and Doctrine Command [TRADOC] Systems Analysis Activity [TRASANA], 1977; U.S. Army Field Artillery School, 1977). Rose et al. (in preparation) note, however, that Army research on the subject, as yet, is inconclusive.

Five ARI projects investigated the effects on skill retention of individual ability as measured by Army aptitude tests. Vineberg (1975) found a direct relationship between aptitude and performance on both initial and retention tests; however, the relationship did not hold for all tasks. Other ARI research discovered no significant relationship between aptitude and performance (Goldberg et al., 1982). Any relationship may be mediated by training methods (Dressel, 1980; Holmgren et al., 1979; Sullivan, Casey, & Hebin, 1978).

Task Variables

Schendel, Shields, and Katz (1978) succinctly state that "Procedural tasks and individual discrete motor responses are forgotten over retention intervals measured in terms of days, weeks, or months, whereas continuous movements typically show little or no forgetting over retention intervals measured in terms of months or years" (p. 5). The cognitive mechanism producing differences in retention of procedural and continuous tasks may be the extent of memorization, which is greater in procedural tasks. Most Army tasks, however, are procedural, and thus the global distinctions used to characterize tasks fail to distinguish the determinants of retention.

The differentiation of tasks into their components, skills, steps, or subtasks leads to the detailed behavioral analysis of tasks to determine their stimuli, processes, and responses. These components, or subtasks, differ in their level of retention, as shown in existing research. Rose et al. (in preparation) summarize the types of tasks that have been examined in Army skill retention research, and note that descriptive analyses of the tasks and steps have been performed post hoc. Dimensions of task steps and tasks that appear to reduce retention, and documents reporting this information include the following:

- 1. Difficulty or high skill demand
 Goldberg et al. (1982)
 Osborn, Campbell, and Harris (1979)
 McCluskey, Hiller, Bloom, and Whitmarsh (1978)
 Vineberg (1975)
 Hagman (1980b & c)
- 2. Lack of (ues from sequential steps, equipment, etc. (often the safety precautions)

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Gridberg et al. (1982)
McCluskey et al. (1978)
Osborn et al. (1979)
Shields, Goldberg, and Dressel (1979)



- 3. Unclear to the soldier or of questionable relevance to the task Osborn et al. (1979)
 Shields, Goldberg, and Dressel (1979)
- 4. Task boundaries (first and last steps)
 Osborn et al. (1979)
- 5. Passive steps
 Osborn et al. (1979)
- 6. Training and testing differences
 Goldberg et al. (1982)
 Osborn et al. (1979)

Shields, Goldberg, and Dressel (1979) also demonstrated that longer tasks (more steps) and tasks that contained multiple subtasks were forgotten sooner than others.

Retention Interval and Differences Between School and Operational Unit

Job activities during the retention interval complicate the relationships among training, tasks, and individual variables. Performance decrements are likely after the no-practice period when scldiers transfer from school to their unit assignments. Afterward, tasks that receive on-the-job practice show increments rather than decrements in performance (TRASANA, 1977). Tasks specific to the job are practiced during normal duties while common tasks (e.g., first aid) are practiced infrequently during early months in the unit and are not retained as well. Common tasks are not retained as well as job-specific ones even if the soldiers are not assigned to a duty position for which they were trained (Osborn et al., 1979). Therefore, practice on the job does not completely explain the retention differences.

A problem in the skill retention literature is in reconciling differences in the way soldiers are taught to perform tasks in the training center (the by-the-book approach) with the way they perform the same tasks in operational units. Somewhere along the way, soldiers learn to take shortcuts, such that by the time they are tested for skill retention in their units they are no longer defining tasks the same way as the researcher, who is following the school-taught procedure. Skill retention may look poor because of these differences. Soldiers can functionally perform the task, although not by the Army-prescribed procedure. Evidence of this fact can be found in the systematic errors soldiers made in a study where safety procedures were consistently not retained (Shields, Goldberg, & Dressel, 1979).

Objectives

The effects of aptitude, task types, and initial learning on skill retention suggest the need to tailor training to enhance skill retention. If the effects, singly or in concert, were known they could be used to guide training management. For example, Rose et al. (in preparation) envision a "task performance book" for troop commanders to estimate presented and



training needs by task type. Recent empirical field research has investigated skill retention in several Army Military Occupational Specialties (MOS); however, the empirical research is extremely expensive, even for a few skill retention variables. The high cost of field research does not allow for empirical tests of the effects of training strategies on acquisition and retention of Army skills.

Analytical models of skill acquisition and retention offer a potential solution to training management problems. Models organize large quantities of data from empirical studies to predict the effectiveness of various training strategies. A validated model can go beyond empirical results to answer training management questions for soldiering tasks for which no data exist.

This report is part of a larger project to develop and validate mathematical models of skill acquisition and performance of procedural tasks. The objectives of the report are to present the data collected as the basis for model development, and to analyze those data to replicate previous skill retention results. In particular, the data collection method was similar to that used by Shields, Goldberg, and Dressel (1979).

METHOD

Task Selection

The population of tasks included all tasks performed in the driver, gunner, and loader positions in the M60Al tank. These tasks vary in length, complexity, and extent of practice in the unit after initial training (One Station Unit Training [OSUT]). The following eight tasks were selected from the task population to represent hig. and low values on these dimensions:

- 1. Load an M240 Machinegun,
- 2. Start the M60Al Tank Engine,
- 3. Stop the M60Al Tank Engine,
- 4. Perform Gunner's Prepare-to-Fire Checks,
- 5. Perform Loader's Prepare-to-Fire Checks,
- 6. Engage Targets Using Precision Fire Techniques,
- 7. Communicate over Tactical FM Radio, and
- 8. Communicate Using Visual Signal Techniques.

The selection of tasks was based on a preliminary analysis of the task population. The actual length, complexity, and extent of practice were determined by behavioral analysis and analysis of questionnaire data.

Behavioral Analysis

The casks were analyzed to determine the task elements (steps), standards, and conditions of performance. These analyses were used to develop test scenarios and score forms.

Additional behavioral analyses of the tasks covered characteristics related to learning, performance, and retention gleaned from the literature and previous research. Characteristics include subtask sequence (task elements,



connections, branches, and dependencies); cues for task element performance from the equipment, fellow crew members, etc.; products of tasks and task elements; and task characteristics related to skill acquisition and retention (feedback and interference). Project staff and noncommissioned officer (NCO) personnel who served as scorers in the data collection rated each task element on the following 14 characteristics:

- 1. Requires recall of knowledge,
- 2. Requires rule learning and using,
- 3. Requires guiding and steering, continuous movement,
- 4. Lacks cues,
- 5. Has stimulus-response conflict,
- 6. Has aversive consequences,
- 7. Has feedback,
- 8. Unit omits the step (interference),
- 9. Unit performs the step differently (interference),
- 10. Unit performs different step (interference),
- 11. Step not performed in similar task (interference),
- 12. Step not performed in emergency or in combat (interference),
- 13. Difficult, and
- 14. Critical to the overall performance of the task.

The project staff prepared the test protocols, scorer training materials, and behavioral characteristic rating forms, and conducted data analysis in an operational unit and in Armor OSUT, both located at Fort Knox, Kentucky.

Operational Unit Data Collection

Subjects. Subjects were 120 soldiers from operational units of Fort Knox, Kentucky, who had completed the OSUT program within 72 months prior to the study. Four soldiers who graduated before 1979 were eliminated from the sample since they were beyond the target population for the research. The results, therefore, reflect the performance of the relaining 116 soldiers, who completed the OSUT program within 31 months prior to the study.

Procedure. Soldiers from the operational unit were randomly assigned to one of eight test stations. Each soldier proceeded in a "round robin" fashion to the next station until he or she had performed all of the eight tasks. At each test station, the soldier was given one opportunity to perform a task. The scorer read a set of instructions to inform the soldiers of the task and any specific conditions to consider during performance (e.g., moving or stationary targets during precision fire engagements). After reading the instructions, the scorer did not intervene during the performance of the task unless the soldier made an error.

If the soldier committed an error on a step, the scorer gave some assistance. If this degree of assistance was not sufficient to produce correct performance, the scorer gave stronger assistance, until correct performance was obtained. The following three levels of assistance were used:

Level 1 - Remind the soldier what the overall task is and tell him or her the steps performed up to that point.



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Level 2 - Tell the soldier what the next step is.

Level 3 - Show the soldier how to do the step.

After demonstrating the step correctly, the soldier proceeded to the next step and continued until the task was completed.

While the soldier performed the task, the scorer recorded data on correct performance of task steps, the order in which the soldier performed the steps, the type of error committed, the level of assistance given, and the elapsed time. Questionnaires were used to collect information on each soldier's background and task-related job experience. Armed Service Vocational Aptitude Battery (ASVAB) scores and level of education were obtained from personnel records.

GSUT Data Collection

Subjects. Subjects were 471 soldiers from four OSUT companies at Fort Knox, Kentucky, in their fifth to tenth week of training.

Procedure. Testing and training trials included five acquisition trials and a retention trial, for a total of six performances by the soldier. Each soldier performed two of the eight tasks. For each task tested, the soldiers reported to the test site twice during a 12-week data collection period. In the first session, the soldier performed the task five times using the procedure described for the operational unit. Approximately 4 weeks after the first session, the soldier returned to perform the task one time. The first session coincided roughly with formal training of the task; the second session coincided roughly with the gate test for that task.

Minor changes were made in the scoresheets between the operational unit and OSUT sessions to simplify the data collection procedure or to accommodate changes in the Army's training policies. In order to ensure comparability of scores, only those performance measures common to both scoresheets were considered in measuring performance.

RESULTS

Sample Demographics

Description of the Operational Unit Sample. The soldiers had pay grades ranging from 1 to 5 with the following percentages: E-1, 6.0%; E-2, 27.6%; E-3, 34.5%; E-4, 31.0%; and E-5, 0.9%. Almost all of the soldiers in the operational unit sample had completed OSUT in 1980 or 1981 so that they were within 2 years of graduation (Figure 1).

In OSUT, approximately half of the soldiers had been in each of the Armor tracks. Until January 1982, soldiers in Armor OSUT were enrolled as either MOS 19E gunner/loader or MOS 19F driver. Since then, there has been only one basic Armor training course (19E) training a general Armor crewmember. Over 48% of the research sample had been in the driver track, and over 50% had been

7



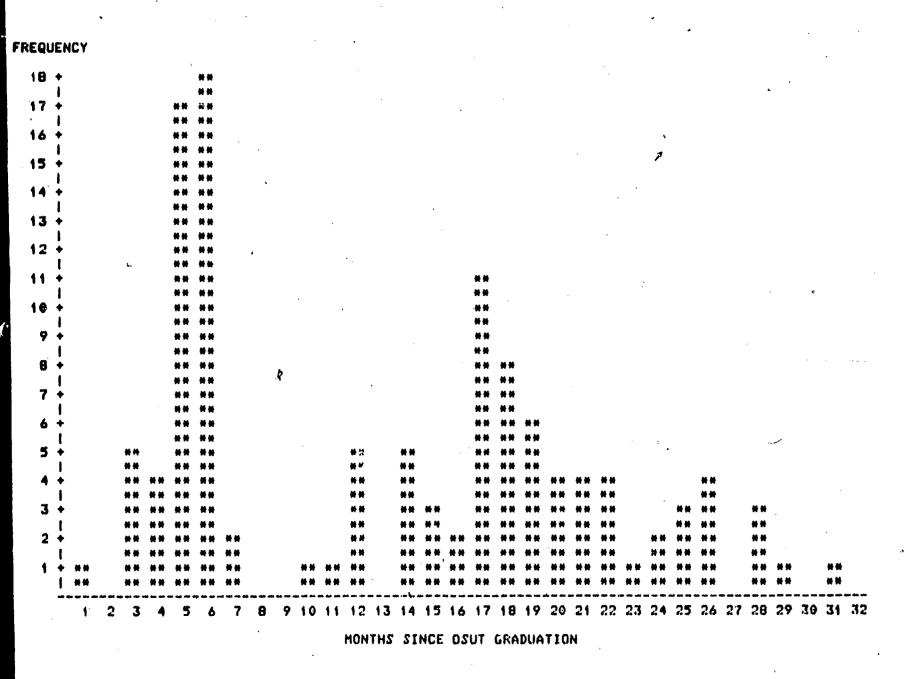


Figure 1. Distribution of number of months since OSUT graduation for operational unit sample.

in the gunner and loader track during their OSUT training. (The one remaining soldier graduated in 1982 when OSUT had no tracks.)

In their assigned posts, the soldiers held tank crew or truck driver positions, and the majority (58.8%) had the position for which they were trained in OSUT. Half had held their current duty position less than 8 months. Three-fifths of the soldiers had participated in Table VIII gunnery exercises.

Armed Forces Qualification Test (AFQT) and ASVAB results for the operational unit soldiers are shown in Table 2. The scores are similar to, but slightly lower than, the standardization population means of 50 for the AFQT and 100 for the ASVAB composites. The AFQT distribution by mental category is shown in Table 3. Approximately half of the soldiers were in category III, which contrasts with Goldberg et al. (1982) where 78.1% of the sample were in category III.

Table 2
ASVAB Results

•		ational sample ^a	OSUT sampleb .			
ASVAB components	Mean	Standard deviation	Mean	Standard deviation		
AFQT	44.06	23.11	54.69	18.60		
Combat	98.67	16.18	105.88	12.88		
Field Artillery	97.47	15.92	104.06	12.97		
Mechanical Maintenance	98.37	17.79	105.62	13.01		
General Maintenance	96.10	16.33	104.06	14.71		
Clerical	95.28	16.01	100.95	13.03		
General Technical	96.31	16.76	105.14	12.43		
Electronics Repair	98.21	14.96	103.81	13.01		
Surveillance/Communications	96.39	15.54	103.01	12.90		
Skilled Technical	97.14	15.18	102.65	13.66		
Operators and Food Handlers	95.70	19.41	103.54	12.69		

Note: All group differences are significant by a \underline{t} -test, \underline{p} < .001.

Description of the OSUT Sample. ASVAB scores were available for 370 of 471 subjects in the OSUT sample. The AFQT and ASVAB composite results for the OSUT soldiers (shown in Table 2) indicate that soldiers' scores were higher than the standard means on all but one of the composites (Clerical) and were significantly higher than operational unit scores on the AFQT and all of the ASVAB composites. The difference may be attributable to an increase in the

 $a_{\underline{N}} = 107.$

 $^{^{\}mathbf{b}}\underline{\mathbf{N}}=370.$

enlistment standards between the time of entry of the soldiers in the two simples. The distribution of OSUT soldiers by mental category is shown in Table 4.

Table 3

Mental Category Distribution in Operational Unit

Mental		*	Soldi	ers in unit sample
category	v)	4 **	Number	Percent
-			_	8
1			3	2.7
II		•	24	21.4
III			49	43.8
IV	-	•	36	32.1
· · · · · · · · · · · · · · · · · · ·		<u> </u>		<u> </u>

Table 4

Mental Category Distribution in OSUT Sample

Mental		Sold	liers in OSUT sa	mple'
category	•	Number		Percent
I		11		3.0
II	•	93		25.1
III	4	232		62.7
IV	•	34	ď	9.2

Most of the OSUT soldiers were in the lowest Army grade, although a few had previous service, and therefore had higher grades, as follows: E-1, 86.8%; E-2, 4.7%; E-3, 6.6%; E-4, 1.7%; E-6, 0.2%.

Task Characteristics

The behavior analyses included the rating of individual task elements on 14 attributes. Ten of these attributes were used to define indices of task complexity and task interference. Components of these two indices are as follows:



Interference

Unit omits the step
Unit performs step differently
Unit performs different step
Step not performed in similar tasks
Step not performed in emergency or in combat

Complexity

Requires recall of knowledge Requires rule learning and using Lacks cues Has stimulus-response conflict Very difficult to perform

The indices combined scores on items scaled from 0 to 10, with items scored as proportions between 0 to 1. To make the ranges of these different types of items comparable, the items scored as proportions were multiplied by 10. The limits of the interference and complexity indices are -10 and 40.

Table 5 summarizes the tas! characteristics believed to be related to skill retention. Means over tasks for the complexity index varied from approximately 1 for Load Machinegun to over 10 for Ground Guiding; the interference index ranged from -7.88 for Load Machinegun to 2.94 for Stop the Tank Engine.

Table 5
Summary of Task Characteristics

,			plexity ndex	Interferenc index		
Task	Steps	Mean	St. dev.	Mean	St. dev	
Load Machinegun	11	1.41	4.38	-7.88	2.85	
Start Tank Engine	11	4.27	2.98	-0.22	5.54	
Stop Tank Engine	10	4.20	4.61	2.94	7.58	
Gunner Prepare to Fire	34	4.80	2.59	-4.47	1.38	
Loader Prepare to Fire	6	3.54	0.87	-5.96	5.54	
Precision Fire	12	5.29	7.94	-6.25	0.72	
Radio Communication	7	1.86	3.04	-4.95	5.07	
Ground Guiding	20	10.15	0.49	-6.68	2.52	
Index results over all tasks		5.11	4.26	-4.33	4.79	



Task Experience

Task Experience in the Operational Unit Sample. The proportion of soldiers who report practicing the tasks since graduating from OSUT ranged from 37.5% (Precision Fire) to 95.5% (Ground Guiding). The three tasks reported to have over 90% of the soldiers practicing (Ground Guiding, Start Tank, and Stop Tank) also had large numbers of soldiers reporting practice more than one time per day, as well as high average practice per day, as indicated in Table 6. Since all of these tasks are trained in Armor OSUT, the date of graduation from OSUT was assumed to be the time of last practice for all soldiers who reported no practice for a particular task in the unit.

Table 6

Task Experience per Day in the Operational Unit

•			1	ask expe	erience	
			Times e	ach day		Average
Task	<u>N</u>	0	<1	1	>1	per day
Load Machinegun	114	42	69	 2	1	0.07
Start Tank Engine	- 110	7	26	26	51	1.80
Stop Tank Engine	108	7	27	25	49	1.79
Gunner Prepare to Fire	113	49	62	0	2 4	0.08
Loader Prepare to Fire	. 109 °	45	62	0	2	0.08
Precision Fire	109	70	38 •	0	1	0.03
Radio Communication	110	19	81	3	7	0.37
Ground Guiding	107	5	.35	28	39	1.98

Task Experience in the OSUT Sample. Soldiers in the OSUT sample had just completed their initial training on the tasks when the pretest was administered for the research. The retention test for a task was timed to coincide approximately with the gate test following training in that task.

Task Performance

Soldiers in the operational unit were tested once, while soldiers in OSUT were tested six times (five acquisition trials and a retention test). No soldier in the operational unit achieved perfect performance on three of the tasks; therefore, the percentage of soldiers correctly performing the entire task had no variance for those tasks, and could not be used as a dependent variable. The number and percentage of task steps performed correctly were used as dependent measures of performance.

Task Performance in the Operational Unit Sample. The task with the highest average percentage correct (99%) was Ground Guiding, which has high levels of practice in the unit. It is a long task, as tested, but each visual signal



in the task is short (two or three steps), and thus easy to remember. Some of the signals occurred more than once in the tests; these were removed before the scores were analyzed so that the results reflect data for testing each signal one time only.

Three other tasks--Load Machinegun, Stop Tank Engine, and Radio Communication--averaged over 70% of the steps performed correctly. All three tasks are short and have high or moderate levels of practice in the unit. Load Machinegun and Radio Communication are relatively simple tasks, but Stop Tank Engine has moderate complexity.

The lowest scores occurred on the Gunner Prepare to Fire task, which is long, complex, and has low practice in the unit. Scores on the remaining tasks (Table 7) averaged from 52% (Loader Prepare to Fire) to 67% (Start Tank Engine). Scores on task steps are reported in Appendix B.

Correlations between the number of correct task steps and demographic variables were examined. For one task, Load the Machinegun, task performance correlated significantly with the number of months since last practice (r = .20, p < .05, N = 113). Thus, higher scores were associated with less time since the last practice of the task. No other correlations of task performance with practice, months since graduation from OSUT, months since last Table VIII, or education level were significant.

In general, there was a small, positive correlation between performance and aptitude as measured by ASVAB; five tasks had significant correlations between task performance and ASVAB scores (Table 8). Load the Machinegun, Stop Tank Engine, and Gunner Prepare to Fire task scores correlated significantly with AFQT scores. Significant correlations were obtained on ASVAB composites for Load the Machinegun, Stop Tank Engine, Gunner Prepare to Fire, Precision Fire, and Radio Communication scores. Scores on Start Tank Engine, Loader Prepare to Fire, and Ground Guiding were not related to AFQT or ASVAB composites.

Task Performance in the OSJT Sample. The effects of learning, retention, education level, and AFQT were analyzed using regression analysis. A logarithmic transformation of the performance scores over trials was used to derive scores meeting the linearity assumption of the regression model. This transformation corresponds to a learning model in which errors decrease proportionately with trials, i.e.,

$$P_{n+1}(E) = (1 - k)P_n(E),$$

where $P_n(E)$ is the probability of an error on trial n, and k is the learning rate. If $P_0(C) = p$ (i.e., p is the initial probability of a correct response), then

$$P_n(C) = 1 - (1 - k)^n (1 - p).$$



Table 7

Task Performance Summary (Operational Unit)

		•		Peri	formance on task	steps		
	Sample	No. of	No.	correct	Mean percent	Minimum	Maximum	
Task	<u>N</u>	steps	Mean	St. dev.	correct	correct	correct	
Load Machinegun	116	11	9.41	0.76	86		7.7	
Start Tank Engine	116	11	7.54	1.49	67	6 4	11 11	
Stop Tank Engine	111	10	7.66	1.37	77	5	10	
Gunner Prepare to Fire	87	34	8.06	4.61	24	0	26	
Loader Prepare to Fire	107	6	3.13	1 .69	52	0	6	
Precision Fire	105	12	6.72	1.48	56	3	10	
Radio Communication	116	7	4.94	X. 17	71	i	7	
Ground Guiding	116	20	19.78	0.48	99	18	20	

Table 8

Correlations Between Task Performance and ASVAB Scores in the Operational Unit Sample

				Tas	sk			•
ASVAB component	Load Machine- gun (<u>N</u> =107)	Start Tank (<u>N</u> =107)	Stop Tank (<u>N</u> =104)	Gunner Prepare to Fire (N=82)	Loader Prepare to Fire (N=99)	Pre- cision Fire (N=97)	Radio Communi- cation (N=107)	Ground Guide (<u>N</u> =107)
AFQT	.20*	.06	.24*	.26*	07	.17	.09	.02
Combat	.23*	04	.17	.19	05	.17	.10	05
Field Artillery	.30**	.08	.15	.13	05	.20*	.11	04
Mechanical Maintenance	.19	.13	.26**	.21	02	.17	.20*	.02
General Maintenance	.22*	.12	.33**	.28*	06	.28**	.21*	.05
Clerical	.22*	06	.04	.07	09	.15	.16	07
General Technical	.23*	.09	.23*	.23*	09	.17	.15	03
Electronics Repair	.20*	.07	.24*	.19	05	.22*	.14	.08
Surveillance/ Communications	.22*	.04	.27**	.23*	02	.20*	.19	- 01
Skilled Technical	.23*	.06	.25*	.14	10	.24*	.17	03
Operators and Food Handlers	.17	.1.2	.18	.24*	01	.13	.20	.05

^{*}p < .05.

^{**}p < .01.

TO: > 01

Thus, $log[P_n(E)]$ is a linear function of n, namely:

$$log[P_n(E)] = nlog(1 - k) + log(1 - p).$$

The dependent variable for the learning analysis was the logarithm of the proportion of steps performed incorrectly in trials 1 to 5. The retention analysis used the proportion of steps performed correctly in trials 5 and 6 as the dependent variable. Since only two trials are used in the retention analysis, it was not necessary to transform scores to obtain linear predictions.

The effect of learning (task performance scores increasing over trials 1 to 5) was significant for all tasks, and the analysis of variance results for the effect of forgetting (task performance scores decreasing between trials 5 and 6) was significant for all tasks except Ground Guiding. These results are shown in Table 9.

Table 9

Analysis of Variance of Performance Scores over Trials in OSUT

Task	Learn	ing	Retention	
	(trials 1 to 5)		(trials 5 and 6)	
	F	df	F	df
Load Machinegun	250.45**	1,431	18.31**	1,161
Start Tank Engine	155.65**	1,358	37.72**	1,139
Stop Tank Engine	177.27**	1,413	8.85*	1,157
Gunner Prepare to Fire	929.43**	1,516	19.57**	1,194
Loader Prepare to Fire	525.93**	1,391	55.41**	1,146
Precision Fire	148.43**	1,351	45.79**	1,135
Radio Communication	212.34**	1,550	10.65*	1,206
Ground Guiding	57.29**	1,429	0.13	1,164

^{*}p < .01.

The average percentage of OSUT soldiers who performed all task st is correctly on the first trial varies from 0% (Gunner Prepare to Fire) to 31.2% (Ground Guiding). On the last learning trial (trial 5), the lowest percentage with perfect performance was 50% (Precision Fire) and the highest was 97.3% (Load Machinegun). On trial 6, administered approximately 4 weeks later, the averages varied from 10.8% (Precision Fire) to 84.8% (Ground Guiding). Results for soldiers with 100% correct performance are shown in Table 10.



^{**}p < .001.

Table 10

Percentage of Soldiers Performing 100% Correct (OSUT)

Task (N)	Learning trials				Retention	
	1	2	3	4	5	trial
Load Machinegun (110)	10.9	80.0	92.7	90.9	97.3	75.0
Start Tank Engine (93)	11.8	51.6	71.0	80.6	94.2	45.5
Stop Tank Engine (120)	16.5	74.4	85.1	92.5	95.8	77.6
Gunner Prepare to Fire (124)	0.0	10.5	25.0	46.8	58.9	42.5
Loader Prepare to Fire (113)	4.4	43.4	69.0	91.2	94.6	47.0
Precision Fire (93)	4.7	26.1	33.3	51.1	50.0	10.8
Radio Communication (130)	16.2	34.6	49.2	60.8	80.8	65.5
Ground Guiding (109)	31.2	71.6	62.4	67.0	79.8	84.8

The average percentage of task steps performed correctly showed patterns of results similar to the percentage of soldiers performing correctly. Overall, scores on the first trial ranged from 19.7% average correct (for Loader Prepare to Fire) to 93.2% average correct (for Ground Guiding). All average scores were over 90% correct on trial 5. In the retention trial (trial 6), the lowest average percentage of correct steps was 84.4% (Precision Fire) and the highest was 99% (Ground Guiding). Results for average percent correct by task and trial are shown in Table 11.

Although a small percentage of soldiers performed entire tasks correctly, most performed substantial portions of the task correctly. For example, less than 5% of the soldiers executed the Precision Fire task correctly on the first trial, but on the average, over 66% of the steps were performed correctly. On trial 5, half of the soldiers performed the entire Precision Fire task, with 94% of the steps being performed correctly.

Both the proportion of soldiers and the average percentage of steps performed correctly returned to the level of the second trial after the retention interval (i.e., on trial 6). However, performance on three tasks, Gunner Prepare to Fire, Radio Communication, and Ground Guiding, remained higher than trial 2, and on one task (Precision Fire) performance on the sixth trial was lower than that on the second trial.

The effects of education level and AFQT were analyzed in the same regression analysis described above. The results indicate that level of education and AFQT scores were related to learning and retention for some of the tasks. AFQT scores were related to learning for two tasks: Precision Fire (F[1,351]=18.04, p < .001) and Radio Communication (F[1,550]=25.73, p < .001); and related to forgetting for two tasks: Gunner Prepare to Fire (F[1,194]=5.23, p < .05) and Precision Fire (F[1,135]=9.00, p < .01). Education level was related to learning for two tasks: Gunner Prepare to Fire (F[1,156]=6.05, p < .05) and Precision Fire (F[1,135]=4.98, p < .05); and to forgetting for Precision Fire (F[1,135]=4.98, p < .05). Thus, for



34

18

a Mean.

bStandard deviation.

Cone ground guiding course had only 19 steps.

for the Precision Fire task, AFQT and education were related to both learning and forgetting.

Analysis of Combined Operational Unit and OSUT Samples

We combined the scores from the operational unit and OSUT samples to analyze forgetting in a cross-sectional design. Since the soldiers in the OSUT research sample received training in addition to that received by the typical soldier, we corrected the retention trial scores before using them in the combined analysis. The correction was based on the distributions of the OSUT gate test results for soldiers in the research sample (who received the additional training), and for soldiers in OSUT who were not in the research (who did not receive additional training). The proportions of soldiers performing a task correctly were converted to z-scores for research and nonresearch samples. The difference between the z-scores provided a correction factor for each task in terms of the standard deviation of the test scores. Then, the correction factor was subtracted from the scores of the research soldiers on their sixth trial. However, not all tasks were tested in the OSUT gate test. For tasks not tested, the correction factor was the average of the correction factors on the tasks that were tested. Correction factors are shown in Table 12. The first column represents the correction factor in terms of the standard deviation of the scores on the retention test. The second column portrays the actual value used to adjust the proportion of correct steps; the corrected mean score is shown in the third column.

Table 12
Correction Factors for the OSUT Retention Trial

	(orrection	Corrected		
Task	factor multiple	Adjustment amount	mean (%)	
1431				
Load Machinegun	31245	-0.013113	96.3	
Start Tank Engine	32075	-0.020430	91.9	
Stop Tank Engine	20990	-0.016982	95.9	
Gunner Prepare to Fire	y22780	-0.036873	88.1	
Loader Prepare to Fire,	22780	-0.031558	85.1	
Precision Fire	13420	-0.0144656	82.9	
Radio Communication	22780	-0.017222	93.4	
Signals	09160	-0.002315	98.8	

The performance scores and time since OSUT for the operational unit sample are reported in Table 7. Time since training was zero for the scores on trial 6 in the OSUT sample. Correlations between the percentage of steps passed (as corrected), and time since OSUT were significant for all tasks except Ground Guiding (Table 13).

Table 13

Correlation of Task Performance with Months Since OSUT in Combined Sample

Task	Correlation	Number of soldiers	
Load Machinegun	57*	207	
Start Tank Engine	~.51 *	197	
Stop Tank Engine	 52*	212	
Gunner Prepare to Fire	 68*	187	
Loader Prepare to Fire	37*	208	
Precision Fire	 56*	187	
Radio Communication	46*	232	
Ground Guiding	08	214	

^{*}p < .001.

The slope of the retention function was used as a dependent variable in a regression analysis with task length, practice per day, complexity, and interference as independent variables. The best-fitting regression model,

$$Y = -0.000484 x_1 - 0.010449 x_2 - 0.000717 x_3 - 0.00189 x_4 + c$$

where Y = the slope of the performance retention function,

 X_1 = the number of steps in the task,

 X_2 = the daily practice rate,

 X_3 = the complexity index score, and

 X_4 = the interference index score,

accounted for 94% of the variance. Regression analysis indicated the weights of task length (F[1,3] = 11.76, p < .05), practice rate (F[1,3] = 16.85, p < .05), and interference (F[1,3] = 13.95, p < .05) were significantly greater than zero. The effect of task complexity was not significant, however (F[1,3] = 0.93).

Similar analyses were performed assuming exponential and power decay functions. Although the results differ in detail from those reported above, the general results were the same.

Effects of Task Length, Practice, and Interference

The effects of task length, practice, and interference on forgetting are evident for some of the tasks. This section summarizes the effects for these



variables which were significant in the regression analysis on the combined sample, although they have been tabulated separately for OSUT and unit samples elsewhere (length and task performance, Tables 7 and 12; practice, Tables 6; interference, Table 5).

Task Length. The longest task, Gunner Prepare to Fire, had high scores in OSUT and the lowest scores compared to other tasks in the operational unit; thus, it had high forgetting in the combined analysis. Ground Guiding, the second longest task, did not show forgetting. This task, as tested, was composed or a series of very short subtasks. Each visual signal has only two or three steps, and thus, according to the criterion of length, each signal should be easy to remember. The natural organization of the Ground Guiding task into easily remembered signals may have facilitated performance.

Three short tasks had high scores in OSUT retention and in the operational unit (Load Machinegun, Stop Tank Engine, and Radio Communication). Another short task, Loader Prepare to Fire, had one of the lower scores in both OSUT and the unit, but did not evidence much loss of performance between the two samples.

Practice. Tasks with the highest practice ratings were Ground Guiding, which did not show performance loss, and Stop Tank Engine, which also retained high scores. Tasks with low reported practice were Precision Fire, Gunner Prepare to Fire, Loader Prepare to Fire, and Load the Machinegun. Of those with low practice, Gunner Prepare to Fire had the lowest operational unit scores Loader Prepare to Fire and Precision Fire also had low scores in the operational unit, and thus demonstrated skill loss in the combined sample analysis.

Some steps within the tasks show effects of practice in detail. In the Start Tank Engine task, for example, the steps with high scores were the ones rated as likely to be performed in the unit under ordinary circumstances. In the Stop Tank Engine task, four steps had perfect or near perfect scores (place transmission in park, release brake pedal, hold engine fuel shut-off switch on OFF position until engine stops, and turn master battery off after engine stops) and appear to represent the way soldiers perform the task rather than the by-the-book steps.

Interference. Two of the tasks with the lowest interference, Ground Guiding and Load the Machinegun, also retain the highest performance in the operational unit. Of these, Ground Guiding is the one that showed no forgetting within the OSUT sample as well. Two tasks with high interference ratings, Start Tank Engine and Stop Tank Engine, had very high OSUT scores and moderate operational unit scores, so that they showed skill loss in the combined analysis.

While the interference ratings showed significant effects, the task characteristics that describe task complexity did not. Part of the reason may be the arbitrary nature of the composite index for complexity. For example, cues had the same weight in the composite as did other variables (since the composite was unweighted). If cues were weighted highly, the Ground Guiding tasks would have been one of the simpler tasks, rather than the most complex. Since that task was retained, the overall result in the combined sample might have shown an effect of complexity.

DISCUSSION

The present research has attempted to capture the process of skill development of Armor soldiers during OSUT and the course of their task performance capacility within the first 2 years in operational Armor units. Soldiers receive formal instruction and an opportunity to practice all of the tasks they are responsible for learning in OSUT. After formal training, soldiers practice tasks informally to prepare for the gate tests they must complete to graduate. The gate test is the last time they perform any given task in OSUT. Once in an operational unit, soldiers' duty positions dictate the tasks they perform frequently. Measures of task performance obtained during OSUT and in the unit provide information on the effectiveness of formal training, the contribution of the additional preparation for tests, and the course of skill development or decay in units.

Skill Acquisition and Forgetting

The first performance measure obtained from the OSUT soldiers in the research was administered soon after they had received all the formal instruction they were to be given on a task. In some cases, such as machine gun operations, this measure came after a second formal class. OSUT task performance (Tables 10 and 11) shows that formal training was effective for most tasks, since soldiers became adept in performing most steps. The number of soldiers who could complete all performance measures was low, however, generally under 20%. The acquisition of skill progressed in typical form over the five acquisition trials, and performance improvement had generally reached high levels by the fourth trial. Performance by soldiers who had not received the additional training offered in this study was estimated from gate test scores (Table 12). This performance is superior to the initial performance after formal training, and it points out that additional training is beneficial in bringing OSUT soldiers up to their gate test performance.

After the five acquisition trials, OSUT soldiers received a sixth trial after a retention interval of 4 weeks. Forgetting was significant after this short period, but became negligible over time in the operational unit. The curve had flattened out by the third month after training, when the first substantial number of soldiers was tested in the unit. The shape of the forgetting curves (Figure 2), therefore, is the classical one that has rapid skill loss at first, and a decline of rate of loss over time, thus producing a negatively accelerating curve.

The results of the OSUT, unit, and combined samples support a contention by Rose et al. (in preparation) about the impact of time sampling along the skill retention curve. Research samples tested early in the curve, during rapid decay, show large amounts of forgetting, while samples tested later do not show decay. The data from the OSUT sample were drawn from a section of the retention curve in which decay is very rapid, and hence, significant skill loss was obtained. Data from the operational unit were sampled from an area of the curve in which forgetting is very slow.

This research supports previous findings that performance decays during the interval when soldiers transfer from school to their first unit assignments



(e.g., Osborn et al., 1978; TRASANA, 1977). Although some research has shown increments in performance after the soldier is in the unit for several months (e.g., TRASANA, 1977), the present results show neither decrements nor increments in the unit. As with prior research, the measures of practice in the unit were simply ratings by the soldier; the ratings relied on memory and have untested reliability and accuracy. Soldiers in the operational unit performed at about the same level (in percentage of steps correct) as soldiers in their initial performance after formal training. The salient task steps that soldiers learn initially are the ones they are likely to retain.

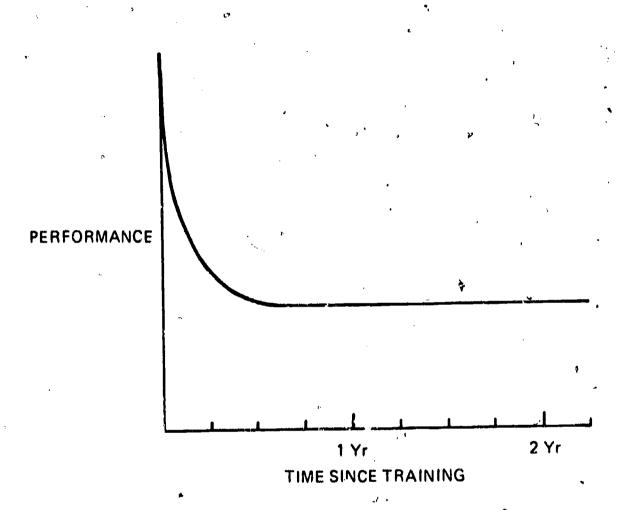


Figure 2. Hypothetical relationship between performance and time since training.

Effects of Individual Differences on Acquisition and Forgetting

Earlier ARI research showed mixed effects of aptitude on skill acquisition and retention. Results of this research showed higher retention with higher aptitude on approximately half of the tasks in the operational unit, but aptitude effects for only two tasks in the OSUT sample. Since so few tasks correlated with aptitude measures, the types of tasks or conditions under which aptitude does or does not influence acquisition and retention are unresolved.

Educational level was related to acquisition rate for only two tasks in the OSUT sample, and for only one task in the operational unit. Thus,

education did not have a strong effect in this research; this finding supports that of Goldberg et al. (1982), who found no effect from educational level. Overall, the results pertaining to aptitude and education, which were the variables investigated in the present study, corroborated previous ARI findings.

Effects of Practice, Task Length, and Interference

The effect of the extent of practice in the combined operational unit and OSUT samples indicated that practice differentiated among tasks. Tasks that were practiced more often retained high performance scores over time. One example, Ground Guiding, is a task likely to be practiced by the portion of soldiers in the operational unit who were truck drivers, as well as by the soldie—who held tank crew positions. Definitive research would need to investigate an array of common and job-specific tasks that vary systematically on the dimensions of interference, practice, and other retention variables. Alternatively, the results of the modeling in the research phases to follow this one may provide some information about retention under different conditions.

Differences among tasks in rates of forgetting were also associated with task length and interference. As demonstrated earlier by Shields, Goldberg, and Dressel (1979), tasks that are longer (have more steps) are forgotten sooner than shorter tasks. The effect of length may be the memory demand of the task. The results reported here replicate those of Shields, Goldberg, and Dressel (1979), even though the present results are based on the percentage of task steps performed correctly while those of Shields, Goldberg, and Dressel were based on the percentage of soldiers who performed the entire task correctly. Thus, even a change in the dependent variable, did not degrade the effect of task length on retention.

Tasks that had more interference had higher rates of forgetting. Four sources of interference combined into the interference index were whether the step in the operational unit, as compared to the training situation, would be (1) omitted, (2) performed differently, (3) have another step substituted for it, or (4) be omitted in a similar task. Some tasks, such as Start and Stop Tank Engine, have steps that are omitted in the unit (e.g., idle the engine for a set number of minutes to cool it), and apparently these tasks are more quickly forgotten. In contrast, tasks with steps that are all performed under operational conditions, such as Load the Machinegun, are better retained. Interference theory has been cited as one of the theoretical orientations most useful in explaining forgetting (Ellis, 1979; Holding, 1965). The results of this research support that view.

Problems and Future Prospects

The results of the analysis indicate some ability to predict differences among tasks in the rate of forgetting from the number of task steps, and details about practice on the task. Given that there were only eight tasks, the ability to obtain significant results is impressive. Nevertheless, the results should not be viewed as definitive because of problems in measuring task characteristics and experience variables. Task characteristics were



measured by indices that combined several factors. With the small number of tasks used, moderate changes in the weights used to combine the factors in these indices could have a great effect on the relationship between retention and task characteristics. For example, tasks that involve greater recall from memory (a positive component of complexity) often have more and stronger performance cues (a negative component of complexity). Changes in the relative weights of these two factors in determining complexity could change the rank order of tasks on the complexity index, and hence, the overall relationship between complexity and retention.

Future research, then, should concentrate on providing refined measures of complexity, interference, and other task factors, and should relate these indices to retention on a large sample of tasks. Much of the work required is correptual and involves the determination of appropriate factors to include in measures of complexity and interference, and proper rules for combining these factors into reliable indices. Other aspects involve increasing the sample of tasks used to test the effects of the skill components on retention.

Probably the most significant aspect of the results of the combined analysis is that it indicates that details associated with how a task is practiced influence retention. Thus, if the tasks are performed differently in the unit from the way they were trained, the soldiers' performance will look less and less like the standards set during training, and will appear to decline even at high rates of practice.

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APPENDIX A

SAMPLE QUESTIONNAIRES AND SCORESHEETS

BACKGROUND INFORMATION

NAME:				1 Security No.	
(Last)	(First)	(Hi adle	j		
PAY GRADE:	E1	E2	E3		
(Check one)	E4	E5	E6	J.	
CURRENT DUTY POS	SITION:	(1) Gunner (3) Driver (5) Other		ader	
	ADT VAUD CUDD	NAT DUTY BOSITI		Year	
WHEN DID YOU STA	AKI YUUR CURK				
BATTALION: 5/33 4/3	3 AR 7 AR	COMI	PANY: HQA	Platoon:	2
			В		3
WHICH ENTRY LEVI (1) 19E OSUT (2) 19F OSUT (3) Entry train WHAT OSUT TRACK (1) Driver (2) G nner/Load (3) My OSUT did WHAT WAS YOUR O	ing in anothe DID YOU ATTE	ND:	TTEND?	·	
	_	SUT? Month_	Year		
WHEN WAS YOUR L Have not partic	AST TABLE 8? ipated in Tab	Month	Year		;
WHAT WAS YOUR C (1) Tank Comman (4) Loader	REW POSITION der (5) No	CURING YOUR LAS (2) Gunner Previous Table	T TABLE 8? (3) Driver	n 	,
HOW DID YOUR CR (1) Distinguish (2) Non-qualifi	EW DO ON ITS ed	LAST TABLE 8? (2) Q (4) N	ualified o Previous Table	8	•
WHAT POSITION D PARTICIPATES (i) Tank Comman (3) Driver	IN? der	TO HOLD DURING (2) (4)	THE NEXT TABLE & Gunner Loader		



NAME		····	
SSAN_	. •		
UNIT_	- <u></u>		· · · · · · · · · · · · · · · · · · ·

TASK-RELATED JOB EXPERIENCE

INSTRUCTIONS: Check YES if you have performed the task since you left OSUT or check NO if you have not performed it. If you check YES, please write the Date of the LAST Time that you performed it. Answer only one space under the Number of Times. For example, if you perform the task about two times a month, write 2 under the Month column.

**************************************	YES	1	UMBER OF		а	DATE OF LAST TIME	<u>NO</u>
SINCE YOU LEFT OSUT (not counting today) HAVE YOU:		Day	a Week	a Month	Year		
1. Loaded an M240 Coax Machinegun?	******	****	distinguis distriction of the latest		ara anaire		فدنبان هنزين
2. Sturted an M60Al Tank Engine?						:	
3. Stopped an M60Al Tank Engine?					**************************************		دارياد والساء
4. Performed Gunner' Prepare-to-Fire Checks: Check Gun Controls?	enterprise section						
5. Performed Loader's Prepare-to-Fire Checks: Check Main Gun Firing Switches?	angual madalana di	**********	****		era-assista-station	and the second s	qui en edes
6. Engaged Targets Using Precision Firing Techniques?	day-make-manapakand				· Barrier de Company	***	
7. Communicated Over Tactical Radio - FM AN/VRC-64?	skyy fireddwydd		NUMBER OF STREET				
8. Communicated Using Visual, Signalling Techniques: Ground Guiding?	no,	-		dangta-ray-ray-ray	day, standard Standard	and the content of th	

			SSAN			100 POST - 00 POS - 00
			UNIT_	···	-	
			TEST		2 (3
			TRAIN		2	3
		LOAD AN M240 COAX MACHINEGUN				•
1NS1	RUCT	IONS TO SOLDIER			•	
tne	me t	this station you will demonstrate your ability to the machinegun will be fired immediately after it ructions?" (NOTE 10 SCORER: If the soldier does	hanf 21	ed Da	Vou undon	e t and
PERF	ORMA	NCE MEASURES	YES	NO	PROMPTS	TIME
1,		ears the machinegun.			THORITS	1311
	a.	Pulls charger handle rearward to lock bolt back.		-	1 2 3	
	b.	Places safety on S			1,23	
	c.	Raises cover		*********	1 2 3	•
	d.	Lifts feedtray	-	*********	1 2 3	
	e.	Looks and feels empty chamber		,,	1 2 3	
	f.	Lowers feedtray			1 2 3	
2.	Loa	ds the machinegun.				
	a.	Places first round in feedtray with open side of belt face down			1 2 3	
	b.	Pushes ammunition in feedtray until it comes in contact with cartridge stops			1 2 3	
	с.	Closes cover			1 2 3	
	d.	Places safety in F			1 2 3	
	e.	Announces "UP" when machinegun louded	West Doubsée		1 2 3	
			•	TOT	AL TIME _	
the	The stan	soldier has satisfactorily completed the task if dards listed below:	he scor	es a "Y	ES" on all	of
STAN	DARD	<u>s</u>	YES	NO		
1.	Com	plotes all performance measures without assist— e from scorer		é		
2.	Ste	ps are performed in sequence		***************************************		à
3.	Amm	unition is in feedtray and doesn't pull out	<i>y</i>	*********		
		TOTAL SCORE				
		TOTAL TIME				
REAS	ON(S	FOR "NO" SCORE				
				····		

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									UNIT	····	·	,	*	<u> </u>		-	Pire to
	•								TEST TRAIN				-]]	1	\	
				STA	URT THE	E M60A1	TANK	ENGINE								\	· .
STRUCTIONS T	SOLOTER	•															
	he driver (ositions w	hen necessi	ary. Do	you ur.	derst	start t and the	he eng instr	ine, a uction	issuming is?" (A	norm) SCOR	ther (ER:	condi If th	tions r sol	. 1 dier	wil has	11 act
RFORMANCE ME	SURES					•					YE	<u>s</u> !	NO	PRO	MPTS		TIME
Sets park	ing brake b	y pushing	brake pec	dal uni	til pro	essure	reach	s beti	ween					1	2 3		
	nsmission													1	2 3	1	
	orake pedal													ì	2 3	ì	•
	th drain va													1	2 3)	
	el shut-off													1	2 3	}	
	el pump swi													- 1	2 3	}	
	if their e													1.	2 3)	
	SCORER: Te																
	SCORER: In		the elect	ronic (equipm				master								
. Turns mas	ter battery	switch ON	• • • • •								• • _		-	1	2 3	}	
. Check fue									•								
	FUEL, TANKS									• • •	• •			1	2 :	,	
	•	ES" for PM	19.)				•										•
Depresses										• • •	• • -			1	2 3		
. Presses s	tarter Swit St)	ch until e	ingine st	arts (or up	to 15	second	s, whi	chever					1	2 3	1	
comes fir	st)		, 				• • •	• • •	• • •		٠ ٠ –	_	-	·	•		
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	٠																
					,												
The sold	er has sat	isfactoril,	y complet	led the	e task	if he	scores	a "YE	5" on a	11 of	the S	tandar	ds 11	sted	bel	DW:	
ANDARDS	/		•									<u>ES</u>	NO				
. Complete	all mests	mance mes	turnt wif	thout 1	essiet.	ance fr	om scr	rer.									
	lectronic												-				
	ne starts																
Performs	performance	e measures	in seque	ence w	hen ne	cessary	(see	seque	nce flow	chart		· ·					
	- ·		v							SCOR		النجعا	*********				
									TOTAL	TIME	_						
EASON(S) FOR	"NO" SCORE										•						
	HO JUUNE																



	, t	UNIT		***********			
	e and	TEST		[7) [3	
		TRAIN		<u>. 5</u>	ר ר	37	
	•			\ <u></u>			
	STOP THE MOOAT TANK ENGINE					•	
INS	TRUCTIONS TO SOLDIER						
	"You are the driver of as M60A) tank. Assume you have driven 150 mi	les. Y	Ou are t	o demoi	strat	e the proce	dure fo
OS I	pping the tunk's engine. I will act as tank commander or gunner when TE TO SCORER: If the soldier has questions, read the instructions aga	DECESSA	rv. Do	you und	jers La	nd the inst	ruction
PER	FORMANCE MEASURES			VFE	NV	PROMPTS	TIME
	Sets parking brake by pushing brake pedal until pressure reaches ber	ween		YES	NO		TIME
2.	750-900 psi					1 2 3	
	Releases brake padal			******		1 2 3	
	Presses accelerator so that engine idles at 1000-1200 rpm					1 2 3	
٧.	(NOTE TO SCORER: Ask soldier how long engine should idle at this rp		• • • .			1 2 3	
ς.	Soldier says engine idles at 1000-1200 rpm for 5 minutes			,			
7	(NOTE TO SCORER: Tell soldier to continue to next step.)	• • •	• • •		-	1 2 3	
6.							
0.			• • • .	-		1 2 3	
,	(NOTE TO SCORER: Ask soldier how long engine should idle at this rp						
	Soldier says engine idles at 750 rpm for 3 minutes					1 2 3	
в.	Asks Gunner and TC if their electronic equipment is OFF	• • • •	• • • •	-		1 2 3	
٥	(NOTE TO SCORER: Scorer tells soldier the equipment is OFF.)			•		_	
	Holds engine fuel shut-off switch in "SHUT-OFF" (Up) until engine st					1 2 3	
u.	Turns master battery OFF, after engine stops	• • • •	• • • •	 ,		1 2 3	
					101	AL TIME	
	The soldier has satisfactorily completed the task if he scores a "YE	S" on al	l) of the	Stand	ords _. 1	isted below	4:
TAN	IDARDS		. 1	ES !	NO		
١.	Completes all performance measures without assistance from scorer						
2.	Turns master battery switch OFF, after engine stops						
	Performs performance measures in sequence when required		•• -				
4.	Engine stops		••• _			•	
		TOTAL S	.copr				
				·····			
	· · · · · · · · · · · · · · · · · · ·	TOTAL T	IME _	·····			
EAS	ON(S) FOR "NO" SCORE						
		<u> </u>	····				

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	5°45		
4 (4)	TRAIN	YOER	

PERFORM GUNNER'S' PREPARE-TO-FIRE CHECKS (CHECK GUN CONTROLS)

INSTRUCTIONS TO SOLDIER

"You are the gunner of an M60Al tank. You are doing Prepare-to-Fire checks and have already checked the firing switches. You will perform the sequence "CHECK GUM COMTROLS" after I give you the command. The turnet is in manual operation. I will act as the other crew positions when necessary. Do you understand the instructions?" (NOTE TO SCORER: If the soldier has questions, read the instructions again.) "Remember the turnet must be placed into power operation before checking the azimuth indicator for accuracy or slippage." (NOTE TO SCORER: Start the

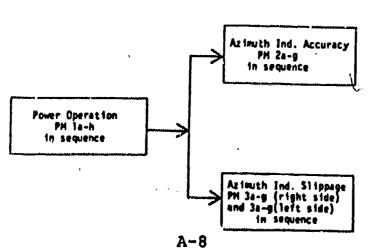
power	operation before checking the azimuth indicator for accuracy or slippage." (NOTE ing by saying "CHECK GUN CONTROL.")	IO SCOR	ER: 58	art the	
PERF	DRMANCE MEASURES .	YES	NO	PROMPTS	TIME
1.	Places turret into power operation.				
	a. Holds down power solenoid plunger while rotating gunner's control handle either left or right		(1 2 3	
	b. Holds gunner control handle in position described in (a) until zero prossure is indicated on pressure gage			1 2 3	
	c. Checks hydraulic power pack oil level by removing dipstick of oil level gage		•	1 2 3	
	d. Tells loader to unlock turret traverse lock		-	1 2 3	
	(NOTE TO SCORER: Unlock turret lock.)				
	e. Announces "PONER"			1 2 3	·
	(HOTE TO SCORER: Turn on master battery switchannounce "POWER CH.")				•
	f. Turns ELEV/TRAV power switch ON			1 2 3	
	g. Squeezes magnetic brake switch while rotating gunner's power control handles to left and right			1 2 3	
	h. Moves handles rearward to elevate gun, forward to lower gun, while squeezing magnetic brake switch	•		1 2 3	
	(NOTE TO SCORER: PM g and h may be done as listed or reversed (h then g).)				
	(NOTE TO SCORER: Tell soldier TC's power control handles have been operated.)				
2.	Checks azimuth indicator for accuracy.				
	a. Looks through eyepiece on gunner's daylight periscope		-	1 2 3	
	(NOTE TO SCORER: Tell soldier the aiming point.)				
	b. Alines cross on aiming point using manual elevating and traversing handles		-	1 2 3	
	(NOTE TO SCORER: Verify soldier has alined cross on aiming point.)				
-	c. Sets azimuth indicator to zero.				
	- Presses resetter knob		·	1 2 3	
	- Turns resetter knob to aline middle scale pointer with inner scale pointer		-	1 2 3	
	- Turns resetter knob moving both pointers to zero		40	1 2 3	
	- Re)eases resetter knob			1 2 3	
	d. Traverses turret through complete circle using manual traversing handle			1 2 3	
	e. Brings aiming cross back on same aiming point			1 2 3	
	(NOTE TO SCORER: Verify the aiming cross is on original aiming point by looking through periscope.)				
	f. Turns head to check that azimuth indicator middle scale pointer is within acceptable area			1 -2 3	
	(NOTE TO SCORER: Use scoring aid when determining if the pointer is within the acceptable area.)			•	
	g. 1) Proceeds to next check if middle scale pointer is within acceptable area			1 2 3	
	<u>OR</u>				
	2) Notifies ank commander (TC) pointer is not within acceptable area		********	1 2 3	
3.	Checks azimuth indicator for slippage.	,			
	Right Side				
	a. Looks through eyepiece of gunner's daylight periscope			1 2 3	**
	b. Uses gunner's control handles to traverse rapidly to right		-	1 2 3	
	c. Stops turret suddenly while traversing			1 2 3	
	d. Turns ELEV/TRAV power switch Off			1 2 3	
	e. Traverse turret left using manual traverse handle until cross is alined with original aiming point	****		1 2 3	
	(NOTE TO SCORER: Verify the aiming cross is on original aiming point by looking through periscope.)				
	f. Turns head to check that azimuth indicator middle scale pointer is within acceptable area	******	******	1 2 3	
	(NOTE TO SCORER: Use scoring aid when determining if the pointer is within arreptable area.)				
	A-7 52				i



NAME 1 SSAN BEST COPY AVAILABLE UNIT TEST TRAIN PERFORM GUNNER'S PREPARE-TO-FIRE CHECKS (CHECK GUN CONTROLS) (Cont'd.) PERFORMANCE MEASURES PROMPTS TIPE 9. 1) Proceeds to left side check if middle scale indicator pointer is 2 3 2) Notifies TC if both pointers are not within acceptable area 2 3 1 2 3 Left Side a. Looks through eyepiece of gunner's daylight periscope. 14 2 3 1 2 3 e. Traverses turret right using manual-traverse handle until gross is alined (NOTE TO SCORER: Verify aiming cross is on original aiming point by looking through periscope.) f. Turns head to check that middle scale pointer is within acceptable area. . . . 1 2 3 (NOTE TO SCORER: Use scoring aid when determining if the pointers are within acceptable area.) 9. 1) Stops check if pointer is within acceptable area. 2) Hotifies TC if pointers are not within acceptable area. TOTAL TIME The soldier has satisfactorily completed the task if he scores a "YES" on all of the standards listed below: STANDARDS NO 3. Pointer of azimuth indicator is within range shown on scoring aid after accuracy . Pointers of azimuth indicator are within range shown on scoring aid after each Performs performance measures in sequence when necessary (see sequence flowchart TOTAL SCORE TOTAL TIME

SEQUENCE

REASON(S) FOR "NO" SCORE



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٠,٢	SSAN					
•	14417					
	UNIT					
	TEST					
	TRAIN	/,				
		\	<u> </u>			
PERFORM LOADER'S PREPARE-TO-F (CHECK MAIN GUN FIRING SH						
STRUCTIONS TO SOLDIER						
"You are the loader of an M6DA1 tank. You are doing the Prepare- HECK MAIN GUM FIRING SWITCHES." I will act as the other crew positi structions?" (NOTE TO SCORER: If the soldier has questions, read to	ions when hi the instruct	egessary Lions aq	y. Doy gain.)	emonstri ou undei	ste the sec rstand, the	tion
(NOTE TO SCORER: Start the training trial by saying "CHECK MAIN	OOM FIRE	Jarien	.3. /			
RFORMANCE MEASURES	•		YES	NO	PROMPTS	TIME
. Closes breech by tripping extractors with block of wood			-	-	1 2 3	
. Inserts circuit tester into opening between rear face of gun tube face of breechblock.	• • • • •				1 2 3	
. Moves main gun safety switch to FIRE position					1 2 3	
. Announces "UP"				-	. 3 3.	
(NOTE TO SCORER: Turn master battery switch ON, then turn the m switch ON. Homentarily press the commander's of handle palm switch. Circuit tester should not	control		_	·		
. Tells gunner to squeeze main gun triggers		• • • •	2514m,		1.5.3	······································
(NOTE TO SCORER: Squeeze the trigger on each handle and the trig manual elevation control. Rotate the manual f handle very rapidly in a clockwise direction. ON THE MAY each time you squeeze a trigger. C tester should light.)	1ring Announce				•	,
. Tells TC to squeeze main gun trigger . 1					1 87.3	
(NOTE TO SCORER: Squeeze and hold override palm handle, then squeeze "ON THE WAY." Circuit tester should	ueeze trigg light.)	er. ,				
. Hoves main gun safety switch to SAFE					1 2 3	
. Tells gunner to press trigger on manual firing handle			***************************************		- 6 - 4-4-4-	
(NOTE TO SCORER: Squeeze the trigger on manual firing handle. ("ON THE WAY." Turn manual firing handle very clockwise direction., Announce "ON THE WAY." (tester should not light.)	rapidly in					٠
. Tells gunner to turn main gun OFF						
. Removes circuit tester from breechblock				enc. est 0	1 2 3	
				TO	TAL TIME	
ANDARD AP			<u>yės</u>	NO		
. The soldier has satirfactorily completed the task if he scores a of the performance measures			•			
Performs performance measure in sequence when necessary (see seq			***************************************			
flowchart on next page).	¥8 2 11 2 11		-	gejama		
ASON(S) FOR "NO" SCORE	•					
CONTRACTOR OF THE PROPERTY OF						
						
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TERRIA SECTION



•			SSAN	
				···
			UNIT	
	The section difference to produce the section of th	SERIES 2	. V.A	Prempts
Engagement 1 (Feriscope damaged)	1. Turns main gur 2. Indexes ammuni	switch ON		No 1 2 3 Time 1 2 3
Gunner hEP Moving Truck	3. Announces IDEN	TIFIED		1 2 3
1000	NOTE: Scorer says	FIRE		
	_] 4. Looks through Periscope Telescope	correct sight	• • • • • • •	1 2 3
- <del></del>	5. Selects co c Periscope SABOT/HEP	t reticle		1 2 3
3 5 18 20 8 5 18 20	HEAT  6. Lays crusshair	at center of the ta	rget	``.
	Periscope c	lied) rosshair		1 2 3
12.	HEP 1000M r HEAT 1800M	range line, 2.5 mil ange line, 7.5 mil le range line, 5.0 mil l	le d	
16	7. Says ON THE WA	Y		1 2 3
20 · ·				
			Yes	No 1 2 3 Time
Engagement 2 (Periscope damaged) Gunner	1. Turns main gun 2. Indexes avmuni	switch ON	·	1 2 3 1 2 3
HEA1 Moving Tank	NOTE: Scorer says		• • • • • · · · · · · · · · · · · · · ·	1 2 3
1800	NOTE: Scorer says 4. Looks through	FIRE correct sight ,		, 1 2 3
	Periscope Telescope	<u></u>	***************************************	• •
	Periscope SABOT/HEP HEAT		· • • • <u></u>	1 2 3
137	(with lead app) Periscree co	at center of the tar (led)	• • • • •	1 2 3
	HEP 1000M ra HEAT 1800M x	inge line, 7.5 mil lea	ad	
	7. Says ON THE WAY	· · · · · · · · · · · · · · · · · · ·	• • • •	1 2 3
1				

2017 PM . A Y 800 1228

	,		
		NAME	
•	•	SSAN	
•		UNIT	40
		A V A T T	
	SERIES 2	Yes ]	
Encasement 3 (Periocepe damaged)	1. Turns main gun switch ON 2. Indexes ammunition		1 2 3
Cunner SAEOT Moving Tank	3. Announces IDENTIFIED	· · · · · · · · · · · · · · · · · · ·	1 2 3
2000	NOTE: Scorer says FIRE 4. Looks through correct sight Periscope	· · · · ·	1 2 3
	Telescope / 5. Selects correct reticle Periscope / SABOT/HEP /		1 2 3
11 20 20 23	HEAT  6. Lays crosshair at center of the to (with lead applied)  Periscope crosshair  SABOT 2000M range line, 2.5 mi		1 2 3
12	HEP 1000M range line, 7.5 mil HEAT 1800M range line, 5.0 mil 7. Says ON THE WAY	lead	1 2 3
16			
		Yes !	
Engagement 4 Gunner	1. Turns main gun switch ON	• • • • • garanteen	1 2 3
HEP Truck	3. Announces IDENTIFIED NOTE: Scoter says UP	4 4 4 A (Manager) .	1 2 3
hi yan wang wasan kanadan dan kanada da	NOTE: Scorer says FIRE 4. Looks through c ect sight Periscope	• • • • · · · · · · · · · · · · · · · ·	1 2 3
,	Telescope  5. Selects correct reticle		1 2 3
1	HEAT  6. Lays crosshair at center of the t (with lead applied)		1 2 3
	HEP 1000M range line, 7.5 mil HEAT 1800M range line, 5.0 mil 7. Says ON THE WAY	lead	1 2 3

 $5\sigma$ 

NAME_	************			
SSAN _				
UNIT _	·····		****	
TEST		[2]	3	
MIART		[2]	3	

### COMMUNICATE OVER TACTICAL FM RADIO AN/VRC-64

PE	REFORMANCE MEASURES YES	NO	PF	OMP	TS	TIME
1.	Places CVC helmet switch in cepter position	, Francisco	1	2	3	
2.	Calls net control station	*******	1	2	3	
3.	Identifies himself before giving the messages		1	2	3	
4.	Tells net control-station number-of-messages		T	2	=3 ··	· .
5.	Tells-net-control station precedence_of messages, <u></u> -	*** * ******* ****	1	-42	-2	
	Transmits Message.					
7.	Uses phonetic alphabet as required		1	2	3	
8.	Pronounces numbers correctly		1			
9.	Says OVER after Message,		1	2	3	
		4				
STA	NDARDS YES	NO				
1.	Each performance measure completed with a YES					
2.	Steps are performed in sequence	******				
	TOTAL TIME					

### INSTRUCTIONS TO SOLDIER

"At this station you will demonstrate your ability to communicate a message over a tactical FM radio AN/VRC-64. I will be the net control station. Here is the information you need to transmit the message." (NOTE TO SCORER: Hand soldier the attachment, a pencil and a sheet of paper.) "You will have two minutes to review the attachment before we begin. Do you understand the instructions?" (NOTE TO SCORER: If the soldier does not understand the instructions, reread them.) "You may review the message information now."

HIBA HAMA YOU TERM.

		_				
COURSE 2	55/			**************************************		
	UNI			<del>** • • • • • • •</del>	CH HELT CHAPTER	
•				<u></u>		
	TE	<b>5</b> T	لسلسا			
•	TN	AIM				
COMMINICATE USING VISUAL SIGNALLING TECHNIQUES	. 0004	10 WIT	2410			
INSTRUCTIONS TO SOLDIER	ak fam	4 ha   81	1487	. to th	o FINISA	maint of a
"At this station you will be tested on your shillty to ground guide a to driving course. The course is clearly marked for you. I will be the tank; witten the tenk is facing. I am parked in the motor pool. By engine is not ruthet I won't be moving anymore taday. Be you understand the instructions?" the instructions, reread them.) "BESIM."	he tover on ing. (NOTE T	direct When 's D SCOM	iion i e e get t il: if	facing the fi soldier	will be HISH pot does not	the direc- nt, assume understand
PERFORMANCE MEASURES	M.		*****	-		SIVEN
1. Blues signal to Start Engine.				-	•	
A. Extends arm toward front at walst leval	•	-	1 2 3			
b. Hoves arm in circular metion	•	***	1 8 3	)		
2. Gives signed to Hove in Maverse.					•	
a. Balans both bands to shoulder level	•	-	1 2 3			
h. Places mains to front.	•	-	1 5	)		
c. Hoves hands farmerd and beckward as if pushing vehicle away	•	***	1 2 :	)		
3. Gimes signal to Stop Tank Hovement.						
e. Clasps hands			1 2 :			
b. Places hands at thin level	•	****	1 2	3		
4. Gives eignal to Nove Vehiclo Forward.				***************************************	•	
. Pastitions both major toward cheet	•		1 5	-		
b. Haves arms and hands backward and ferward			1 2	3		
5. Gives signal to Yurn Left.					-	
a. Relses hands to shoulder level in front of body			1 2	3		
standard dies as asm indication direction turn is to be			1 2	1		
made (as seen by tank driver)	. —	-	1 2	_		
c. Makes beckening motion with other arm to bring vehicle farward	•		• •	•		
6. Gives signal to Hove Vehicle Forward.			1 2	,	-	
a. Pasitions both poles toward chest		-	1 2	_		
b. Hoves arms and hands backward and formard.			•	•		
7. Gives signal to Stop Tank Movement.			1 2	,	~	
e. Clasps hands	•		1 2	-		
b. Places hands at chin level	•			•		
B. Gives signal to Stoor Heutral (Laft).				•	-	
a. Crasses wrists at threat	•	-		;		
A Balane index (inser to tent driver's left	٠		•	1		
c. Clenches fist of other hand.	* *******		, .	•		
NOTE: If soldier gives left turn signal, tell him to give the signal for neutral exter left. Do not mark the PM "MO."						
9. Eives signal to Nove Vehicle Forward.			1 2	1	-	
a. Pasitions both palms toward chest	•		1 2			
b. Moves arms and hands beckward and farward,			• •	•		
10. Gives aignal to Turn Right.						
a. Raises Hands to shoulder level in front of baly	• •		. ' "	•		
			1 2			
mode (as seen by tank driver).			1 2			
c. Hakes beckening motion with other arm to bring vehicle formerd .	• • •		• • •	•		
11. Gives signed to Move Yehicle Forward.			1 2	,		
a. Pesitions both palms toward chest			. 1 2			
b. Hoves arms and hands backward and forward.	• •		• •	-		
12. Gives signed to Step Tent Movement.			1 2	, -		
a. Clasps hands	· · —		· ; į			
b. Places hands at chin level			• •	-		
13. Sivet signed to Stop Engines.			1 2	, -		
a. Positions right hand palm down			• • •	•		
<ul> <li>Draws hand ecross neck in "throat cutting" motion from left to right.</li> </ul>			_ 1 z	3		

MASONIS) FOR "NO" SCORE

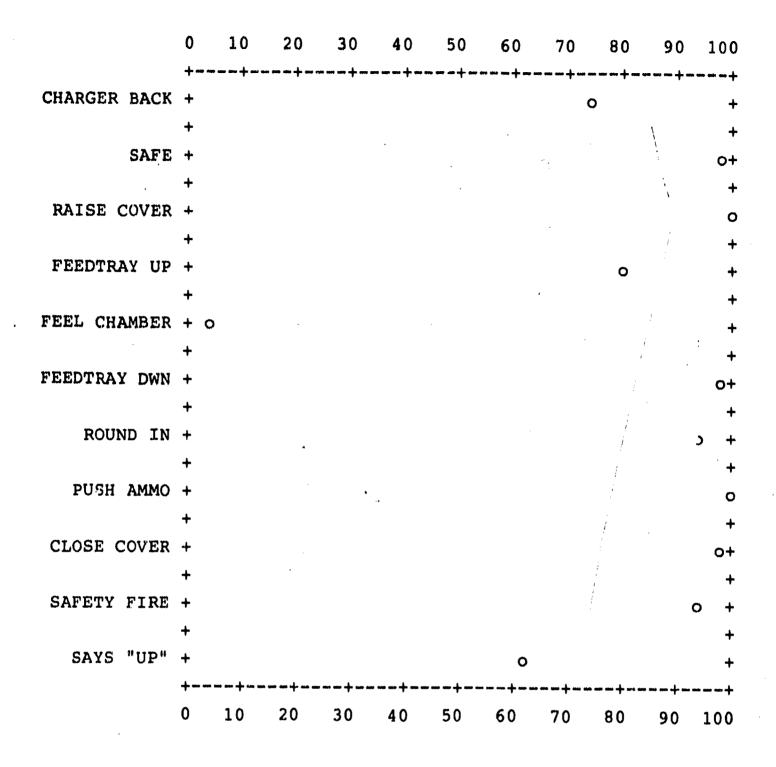
2. Ground guide signals given in sequence indicated . . . . .



# APPENDIX B

PROPORTION CORRECT BY TASK ELEMENT FOR OSUT
AND OPERATIONAL UNIT SAMPLES





LOAD THE M240 MACHINEGUN PROPORTION CORRECT BY TASK ELEMENT IN OPERATIONAL UNIT (N=116)

			Trials			
Task Element	1	2	<u>3</u>	4	<u>5</u>	<u>6</u>
Charger Back	96	100	100	100	100	100
Safe	99	100	100	100	100	100
Raise Cover	85	93	95	95	1.00	88
Feedtray Up	100	100	100	100	100	100
Feel Chamber	57	98	99	100	100	. 9.5
Feedtray Down	98	100	99	100	100	100
Round In	100	99	99	100	100	100
Close Cover	100	100	100	99	100	100
Safety Fire	68	98	· 100	99	99	100
Says "Up"	41	88	99	98	100	92

LOAD THE M240 MACHINEGUN PROPORTION CORRECT BY TASK ELEMENT IN OSUT (N::110)

10, 20 30 50 60 70 PRESS BRAKE + . 0 TRANS PARK + RELEASE BRK + DRAIN VALVES + FUEL SHUTOFF + FUEL PUMP ON + EQUIPMNT OFF + 0 M.B. SWITCH + FUEL LEVELS + GENERATOR ON + ACCEL. DOWN + 0+ STARTER SW. + 0+ GEN. BLOWER + 30 40 50 60 10 20 70 80 90

START THE M60A1 TANK ENGINE
PROPORTION CORRECT BY TASK ELEMENT
IN OP. ATIONAL UNIT (N=116)

Trials <u>3</u> Task Element Press Brake Trans. Park Release Brake Drain Valves Fuel Shutoff Fuel Pump On Equipment Off M. B. Switch Fuel Levels 9.9 Accl. Down Starter 

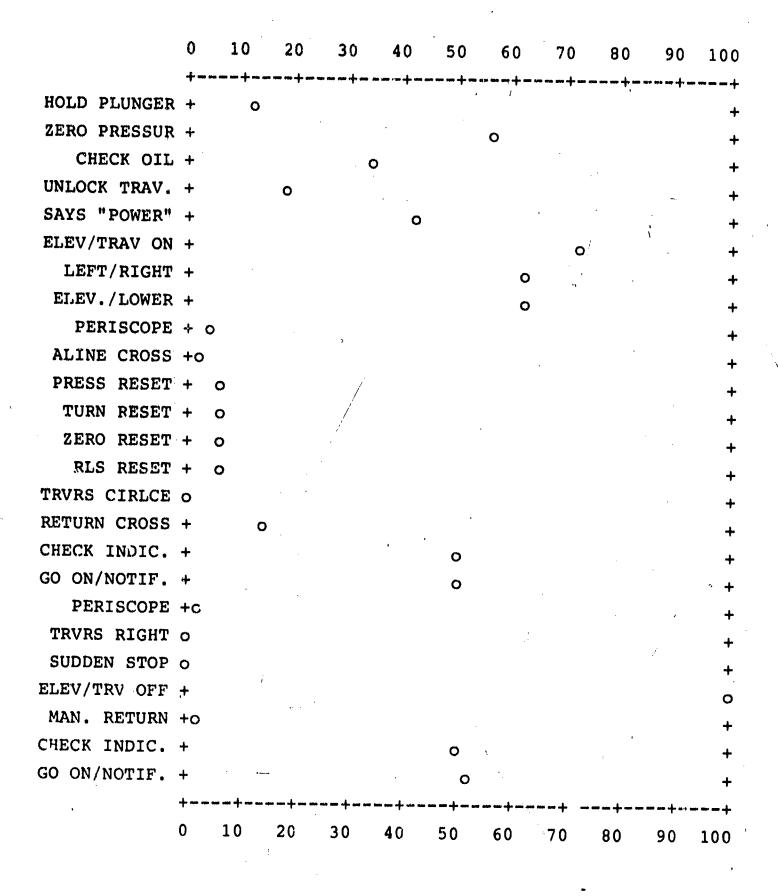
START THE M60A1 TANK ENGINE
PROPORTION CORRECT BY TASK ELEMENT IN OSUT (N=93)

•	0	10	20	30	40	50	60	70	80	90	100
	<b>+</b> ·	~ <del>+ ~ ~ ~</del>	+	+	+	m <b> +</b>	+	+	+	+	+
PRESS BRAKE	+									0	+
	+ 3					•				•	+
TRANS PARK	+.										0+
	+										***
RELEASE BRK	+ '		ma.	-				٠.			0
İ	+										+
SET 1000 RPM	+				•		0				+
	+		. •								+
IDLE 5 MIN.	+			,	0		·				+
	+										+
SET 750 RPM	+									Ů	<b>,</b> +
	+										+
IDLE 3 MIN.	+					0					+
n _q	+		gr.								+
EQUIPMNT OFF	+			0							+
	+									•	+
FUEL SHUTOFF	+										0
	+										. +
M.B. SWITCH	+			•							0
	+	+	+	+	+	+	+	+	+	+	+
	0	10	20	30	40	50	60	70	80	90	100

STOP THE M60A1 TANK ENGINE
PROPORTION CORRECT BY TASK ELEMENT
IN OPERATIONAL UNIT (N=116)

•			T	rials	•	
Task Element	1	2	<u>3</u>	4	<u>5</u>	<u>6</u>
Press Brake	97	100	100	100	100	100
Trans. Park	97	99	100	100	100	100
Release Brake	97	97	98	99	98	100
Set 1000 RPM	81	97	98	98	99	97
Idle 5 minutes	62	97	100	100	99	94
Set 750 RPM	95	99	100	100	100	99
Idle 3 minutes	78	97	99	100	100	95
Equipment Off	92	99	100	99	100	100
Fuel Shut-Off	57	92	95	98	99	94
MB Switch	60	93	95	98	100	95

TOP THE M60A1 ENGINE
PROPORTION CORRECT BY TASK ELEMMENT IN OSUT (N=120)



PERFORM GUNNER'S PREPARE-TO-FIRE CHECKS
PROPORTION CORRECT BY TASK ELEMENT
IN OPERATIONAL UNIT (N=116)

60 70 80 90 100 50 0 .10 20 30 40 SAY "POWER" + ELEV/TRAV ON + PERISCOPE o TRVRS LEFT +o SUDDEN STOP + o ELEV/TRV OFF + o MAN. RETURN + CHECK INDIC. + STOP/NOTIF. + 70 , 80 90 100 10 60 30 40 50 20

PERFORM GUNNER PREPARE-TO-FIRE CHECKS .

PROPORTION CORRECT BY TASK ELEMENT

IN OPERATIONAL UNIT (N=116)

(CONTINUED)

	Trials									
Task Element	<u>1</u>	` <u>2</u>	. 3	<u>4</u>	5	<u>6</u>				
Hold Plunger	19	84	97	99	100	87				
Zero Pressure	40	94	100	100	100	94				
Check Oil	35	93	95	98	100	97				
Unlock Trav.	7	72	90	96	^ 99 [^]	86				
Say "Power"	22	66	80	90	94	79				
Elev/Trav on	36	92	93 *	99	99	* 96				
Left/Right	27	76	89	· 92	97	85				
Elev/Lower	32	80	91 '	95	98	93				
Periscope	15	7 <b>7</b>	86	94	. 98 🖍	90				
Aline Cross	23	68	83	. 89	93	75				
Press Reset	8	90	90	90 ^	95	87				
Turn Reset	11	98	99	99	100	96				
Zero Reset	11	98	99	99	100	96				
Rls Reset	30	99	99	99	99	94				
Trus Circle	11	54	68	81	90	. 77				
Return Cross	31	98	99	99.	100	96				
Check Indic	29	93	98	98	100	95				
Go On/Notif.	46	98	, <b>9</b> 9	98 🔪	100	97				
Periscope	5	84	93	96	100	91				
Trus Right	2	81	91	95	99	90				
Sudden Stop	4	88	94	98	100	92				
Elev/Trv Off	5	69	82	90	96	92				
Manual Return	20	58	76	89	93	82				
Check Indic	42	95	98 (	98 ,	100	94				
Go On/Notif.	45	92	98	98	99	96				
Say "Power"	51	85	94	93	98	95				
Elev/Trav On	63 ·	90	96	98	99	97				
Periscope	67	94	<b>9</b> 9	98	<b>9</b> 9	97				

GUNNER PERPARE TO FIRE PROPORTION CORRECT BY TASK ELEMENT IN OSUT (N=114)

		r ⁶	Trial	s		
Task Element	1	2	<u>3</u>	4	<u>5</u>	<u>6</u>
TRVS Left	70	93	99	96	100	96
Sudden Stop	72 g	94	99	98	99	9 7 [.]
Elev/Trv Off	67	92	95	96	99	96
Manual Return	58	87	96	. 97	96	92
Check Indic.	74	96	98	98	100	93
Stop/Notif.	80	96	99	98	100	95

GUNNER PREPARE TO FIRE PROPORTION

CORRECT BY TASK ELEMENT IN OSUT (N=114)

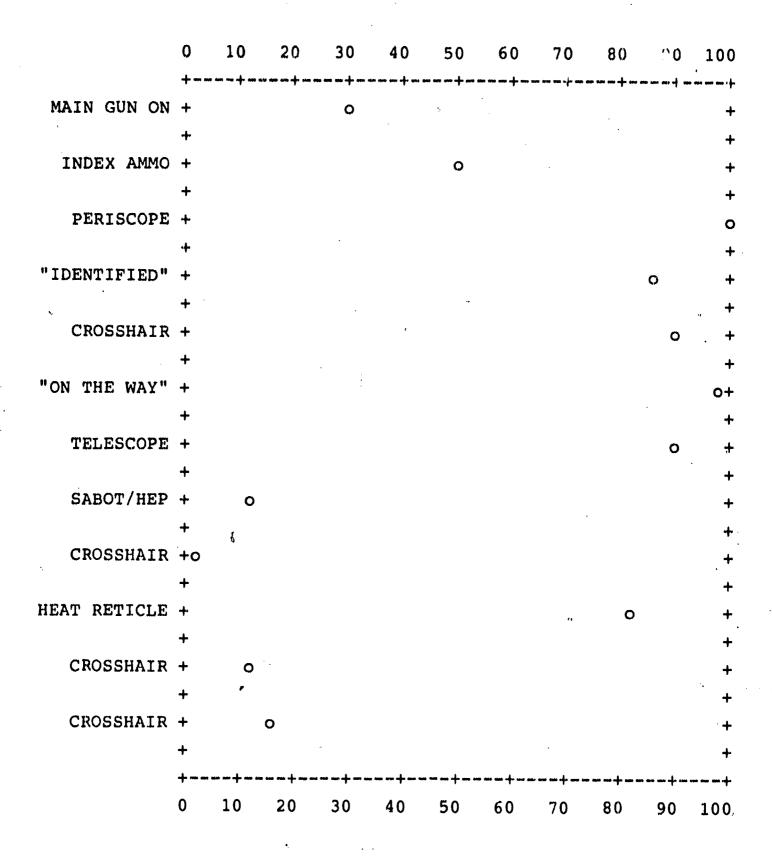
(CONTINUED)

CLOSE BREECH + TESTER IN + SET TO FIRE + O SAY "UP" + TELL CDR. + SET TO SAFE + TESTER OUT + 

PERFORM LOADER'S PREPARE-TO-FIRE CHECKS
PROPORTION CORRECT BY TASK ELEMENT
IN OPERATIONAL UNIT (N=116)

			Tria	ls	٥	
Task Element	1	2	3	4	<u>5</u>	<u>6</u>
Close Breech	17	100	100	100	100	97
Tester In	22	98	96	98	100	9,5
Set to Fire	17 .	80	90	99	99	86
Say "Up"	26	81	91	97	99	91
Set to Safe	17	, 95	96	100	100	90
Tester Out	. 21	65	84	98	96	70

PERFORM LOADER'S PREPARE-TO-FIRE CHECKS
PROPORTION CORRECT BY TASK ELEMENT IN OSUT (N=113)



ENGAGE TARGETS USING PRECISION FIRE TECHNIQUES

PROPORTION CORRECT BY TASK ELEMENT

IN OPERATIONAL UNIT (N=116)

	Trials									
Task Element	1	2	<u>3</u>	4	<u>5</u>	<u>6</u>				
Main Gun On	83	96	98	98	99	96				
Index Ammo	84	99	99 `	99	99	98				
Periscope	86	100	97	99 .	98	99				
"Identified"	77	99	96	99	99	98				
Crosshair	19	73	94	86	97	29				
"On the Way"	43	91	94	97	98	87				
Telescope	97	98	99	100	99	100				
SABOT/HEP	66	90	. 86	98	98	92				
Crosshair	29	51	67	80	76	65'				
HEAT Reticle	87	100	96	100	99	89				
Crosshair	79	<b>9</b> 5	81	92	81	68				
Crosshair .	32	60	57	71	82	93				

ENGAGE TARGETS USING PRECISION FIRE TECHNIQUES PROPORTION CORRECT BY TASK ELEMENTS IN OSUT (N=93)



	0	10	20	30	40	50	60	70	80	90	100
	+	+	+.	+	+	+	+	+		+-	
SWITCH ON	+								0		+
ō	+										+
CALL CONTROL	+									0	+
,	+			,					,		+
IDENTIFIES	+							0	•		+
	+										+
NUMBER MSGS	+	0		3							+
	+			1	•						+
PRECEDENCE	+	;									0
	+							٠			+
MESSAGE #1	+	C									+
	+								,		+
ALPHABET	+	•							0		+
	+			ŧ					O		· <del>+</del>
NUMBERS	+								0		· <b>T</b> *
•	+						*		U		
SAYS "OVER"	+									_	+
	+-									D 1_	+
	0	10	20	30	40	50	60	7 n	, ,	+	
•	•	<b>- - -</b>	20	50	40	50	60	70	80	90	100

COMMUNICATE OVER TACTICAL RM RADIO AN/VRC-64
PROPORTION CORRECT BY TASK ELEMENT
IN OPERATIONAL UNIT (N=116)

			Tı	rials		
Task Element	<u>1</u>	2	<u>3</u>	. 4	<u>5</u>	<u>6</u>
Switch On	87	100	99	98	100	96
Call Control	77	90	90	. 98	98	99
Identifies	92	93	98	98	99	99
No. Messenger	69	94	94	90	95	100
Precedence	41	61	75	87	92	71
Message #1	45	66	83	92	. 94	97 "
Alphabet	67	79 .	83	78	96	83
Numbers	78	78	90	92	91	92
Says "Over"	97	98	98	100	100	100

COMMUNICATE OVER TACTICAL FM RADIO AN/VRC=64
PROPORTION CORRECT BY PASK ELEMENT IN OSUT (N=130)



	0	10	20	30	40	<b>5</b> 0,	60	70	80	90	100
	+	+		+	m +- «»		+	+		+	+
ARMS FRONT	+		•				•		0		+-
CIRCULAR MTN	+		,								o [*]
PALMS-CHEST	+			v							0
BACK & FORTH	+	ō									0
RAISE HANDS	+										0+
CLENCH FIST	+	1	•								0
BECKON	+				•						O
CLASP HANDS	+										0
HANDS-CHIN	+										Ö
CROSS WRISTS	+										0
POINT FINGER	+										0
CLENCH FIST	+										0
RAISE HANDS	+										0
CLENCH FIST	+										0
BECKON	+										0
RAISE HANDS	+										O
PALMS FRONT	+				•						. 0
BACK & FORTH	+										0
RT PALM DOWN	+										0
CROSS THROAT	+										0
	+		+	+	+	+	+	+		+	+
	0	10	20	30	40	50	60	70	80.	90	100
•											

COMMUNICATE USING VISUAL SIGNALLING TECHNIQUES
PROPORTION CORRECT BY TASK FLEMENT
IN OPERATIONAL UNIT (N=116)

Task Element	<u>Trials</u>					
	1	2	3	4	<u>5</u>	<u>6</u>
AKMS FRONT	93	97	97	99	99	100
CIRCULAR MTN	98	98	98	99	100	100
PALMS-CHEST	93	100	99	100	99	100
BACK & FORTH	95	100	98	100	99	100
RAISE HANDS	88	96	97	99	100	97
CLENCH FIST	90	93	91	94	94	98
BECKON	97	99	98	95	100	99
CLASP HANDS	90	98	99	99	98	98
HANDS-CHIN	94	100	100	99	100	97
CROSS WRISTS	78	96	95	98	97	99
POINT FINGER	90	94	97	98	97	99
CLENCH FIST	94	100	100	100	97	100
RAISE HANDS	94	97	98	99	100	97
CLENCH FIST	89	95	98	9 <b>7</b>	99	98
BECKON ,	97	99	98	100	100	99
RAISE HANDS	95	99	100	100	100	99
PALMS FRONT	97	100	100	100	100	100
BACK & FORTH	96	100	100	100	99	100
R' PALM DOWN	96	100	99	100	100	100
CPC 3S THROAT	99	100	100	100	100	100

COMMUNICATE USING VISUAL SIGNALLING TECHNIQUES PROPORTION CORRECT BY TASK ELEMENT IN OSUT (N=109)

